AMENDMENT

This listing of claims will replace all prior versions, and listings, of claims in the

application:

Listing of Claims:

1. (Currently Amended)   A method of transmitting information, the method causing a

computing device to perform steps comprising:

encoding a plurality of frames as either high priority frames or low priority frames;

receiving information about loss of low priority frames by a network; and

if more than a threshold amount of low priority frames are being lost, encoding a

gradually increasing amount of additional low priority frames as high priority frames until less

than the threshold amount of low priority frames are being lost, wherein the additional high

priority frames are ~~encoded at a lower quality than is generally used for high~~ low priority frames

having a high priority level added after encoding.

2. (Previously Presented) The method of claim 1, wherein feedback is received from the

network which comprises a response to a request for information on whether the network

currently has available capacity to transmit additional high priority traffic.

3. (Currently Amended) The method of claim 1, wherein transmitting information further causes

the computing device to perform steps comprising ~~comprises~~:

receiving a frame of video data to be encoded;

requesting permission to send high priority data over the network;

receiving a response to the request for permission to send high priority data; and

encoding and transmitting the frame as a high priority video-coded frame if permission was granted to send high priority data.

4. (Currently Amended) The method of claim 3, wherein transmitting information further <u>causes the computing device to perform steps comprising</u> ~~comprises~~ encoding and transmitting the frame as a low priority frame if permission was not granted to send high priority data.

5. (Currently Amended) The method of claim 3, wherein transmitting information further <u>causes the computing device to delete</u> ~~comprises deleting~~ the video-coded frame from transmission if permission was not granted to send high priority data.

6. (Currently Amended) The method of claim 1, wherein transmitting information further <u>causes the computing device to perform steps comprising</u> ~~comprises~~:

requesting permission to transmit high priority data;

encoding and buffering a high priority video frame at substantially the same time as requesting permission to transmit high priority data;

transmitting the high priority encoded video frame over the network as high priority data if permission to send high priority data was granted; and

deleting the high priority encoded video frame from transmission if permission to send high priority data was not granted.

7. (Currently Amended) The method of claim 1, wherein transmitting information further <u>causes the computing device to perform steps comprising</u> ~~comprises~~:

encoding as high priority frames all video frames that are to be transmitted;

for each of the coded frames:

requesting permission to send high priority data;

transmitting the frame as a high priority frame if permission to transmit high

priority data was granted; and

transmitting the frame as a low priority frame if permission to transmit high

priority data was not granted.

8. (Previously Presented) The method of claim 7, wherein the high priority frames are

transmitted over the network separately than the low priority frames, wherein the high priority

frames are transmitted over the network using a guaranteed quality of service trunk, and wherein

the low priority frames are transmitted over the network on a best-effort trunk.

9 - 23. (Cancelled)

24. (Currently Amended)   A method of transmitting video-coded information from an

encoder over a network, the method causing a computing device to perform steps comprising:

receiving information from the network on how much bandwidth is allocated to the

encoder for high priority frames;

encoding a plurality of frames as either high priority frames or low priority frames

according to a priority selection algorithm and based upon [[said]] the received bandwidth

information;

receiving information about loss of low priority frames by the network; and

if more than a threshold amount of low priority frames are being lost, encoding a

gradually increasing amount of additional low priority frames as high priority frames than is

dictated by [[said]] the algorithm until less than the threshold amount of low priority frames are

being lost, wherein [[said]] the additional high priority frames are ~~encoded at a lower quality~~

~~than is generally used for high~~ low priority frames having a high priority level added after

encoding.

25. (Original) The method of claim 24, wherein information about loss of low priority frames by

the network is received as network feedback.

26. (Original) The method of claim 24, wherein information about loss of low priority frames by

the network is received using Real Time Control Protocol.

27. (Currently Amended)   A computer-readable medium storing instructions which, when

executed by ~~for controlling~~ a computing device, cause the computing device to transmit

information, the instructions comprising:

      encoding a plurality of frames as either high priority frames or low priority frames;

      receiving information about loss of low priority frames by a network; and

      if more than a threshold amount of low priority frames are being lost, encoding a

gradually increasing amount of additional low priority frames as high priority frames until less

than the threshold amount of low priority frames are being lost, wherein the additional high

priority frames are ~~encoded at a lower quality than is generally used for high~~ low priority frames

having a high priority level added after encoding.

28. (Previously Presented) The computer-readable medium of claim 27, wherein feedback is received from the network which comprises a response to a request for information on whether the network currently has available capacity to transmit additional high priority traffic.

29. (Previously Presented)   The computer-readable medium of claim 27, wherein transmitting information further comprises:

   receiving a frame of video data to be encoded;

   requesting permission to send high priority data over the network;

   receiving a response to the request for permission to send high priority data; and

   encoding and transmitting the frame as a high priority video-coded frame if permission was granted to send high priority data.

30. (Previously Presented) The computer-readable medium of claim 29, wherein transmitting information further comprises encoding and transmitting the frame as a low priority frame if permission was not granted to send high priority data.

31. (Previously Presented) The computer-readable medium of claim 29, wherein transmitting information further comprises deleting the video-coded frame from transmission if permission was not granted to send high priority data.

32. (Previously Presented) The computer-readable medium of claim 27, wherein transmitting information further comprises:

   requesting permission to transmit high priority data;

encoding and buffering a high priority video frame at substantially the same time as requesting permission to transmit high priority data;

transmitting the high priority encoded video frame over the network as high priority data if permission to send high priority data was granted; and

deleting the high priority encoded video frame from transmission if permission to send high priority data was not granted.

33. (Previously Presented) The computer-readable medium of claim 27, wherein transmitting information further comprises:

encoding as high priority frames all video frames that are to be transmitted;

for each of the coded frames:

requesting permission to send high priority data;

transmitting the frame as a high priority frame if permission to transmit high priority data was granted; and

transmitting the frame as a low priority frame if permission to transmit high priority data was not granted.

34. (Previously Presented) The computer-readable medium of claim 33, wherein the high priority frames are transmitted over the network separately than the low priority frames, wherein the high priority frames are transmitted over the network using a guaranteed quality of service trunk, and wherein the low priority frames are transmitted over the network on a best-effort trunk.

35. (Currently Amended) A computing device that transmits information, the computing device comprising:

a module configured to encode a plurality of frames as either high priority frames or low priority frames;

a module configured to receive information about loss of low priority frames by a network; and

a module configured to, if more than a threshold amount of low priority frames are being lost, encode a gradually increasing amount of additional low priority frames as high priority frames until less than the threshold amount of low priority frames are being lost, wherein the additional high priority frames are ~~encoded at a lower quality than is generally used for high~~ <u>low</u> priority frames <u>having a high priority level added after encoding</u>.

36. (Previously Presented) The computing device of claim 35, wherein feedback is received from the network which comprises a response to a request for information on whether the network currently has available capacity to transmit additional high priority traffic.

37. (Previously Presented) The computing device of claim 35, further comprising a module configured to:

receive a frame of video data to be encoded;

request permission to send high priority data over the network;

receive a response to the request for permission to send high priority data; and

encode and transmitting the frame as a high priority video-coded frame if permission was granted to send high priority data.

38. (Previously Presented) The computing device of claim 37, wherein the computing device further comprises a module configured to encode and transmit the frame as a low priority frame if permission was not granted to send high priority data.

39. (Previously Presented) The computing device of claim 37, wherein the computing device further comprises a module configured to delete the video-coded frame from transmission if permission was not granted to send high priority data.

40. (Previously Presented) The computing device of claim 35, wherein the computing device further comprises a module configured to:

    request permission to transmit high priority data;

    encode and buffer a high priority video frame at substantially the same time as requesting permission to transmit high priority data;

    transmit the high priority encoded video frame over the network as high priority data if permission to send high priority data was granted; and

    delete the high priority encoded video frame from transmission if permission to send high priority data was not granted.

41. (Previously Presented) The computing device of claim 35, wherein the computing device further comprises a module configured to:

    encode as high priority frames all video frames that are to be transmitted; and

    for each of the coded frames:

        request permission to send high priority data;

transmit the frame as a high priority frame if permission to transmit high priority

data was granted; and

transmit the frame as a low priority frame if permission to transmit high priority

data was not granted.

42. (Previously Presented) The computing device of claim 41, wherein the high priority frames

are transmitted over the network separately than the low priority frames, wherein the high

priority frames are transmitted over the network using a guaranteed quality of service trunk, and

wherein the low priority frames are transmitted over the network on a best-effort trunk.